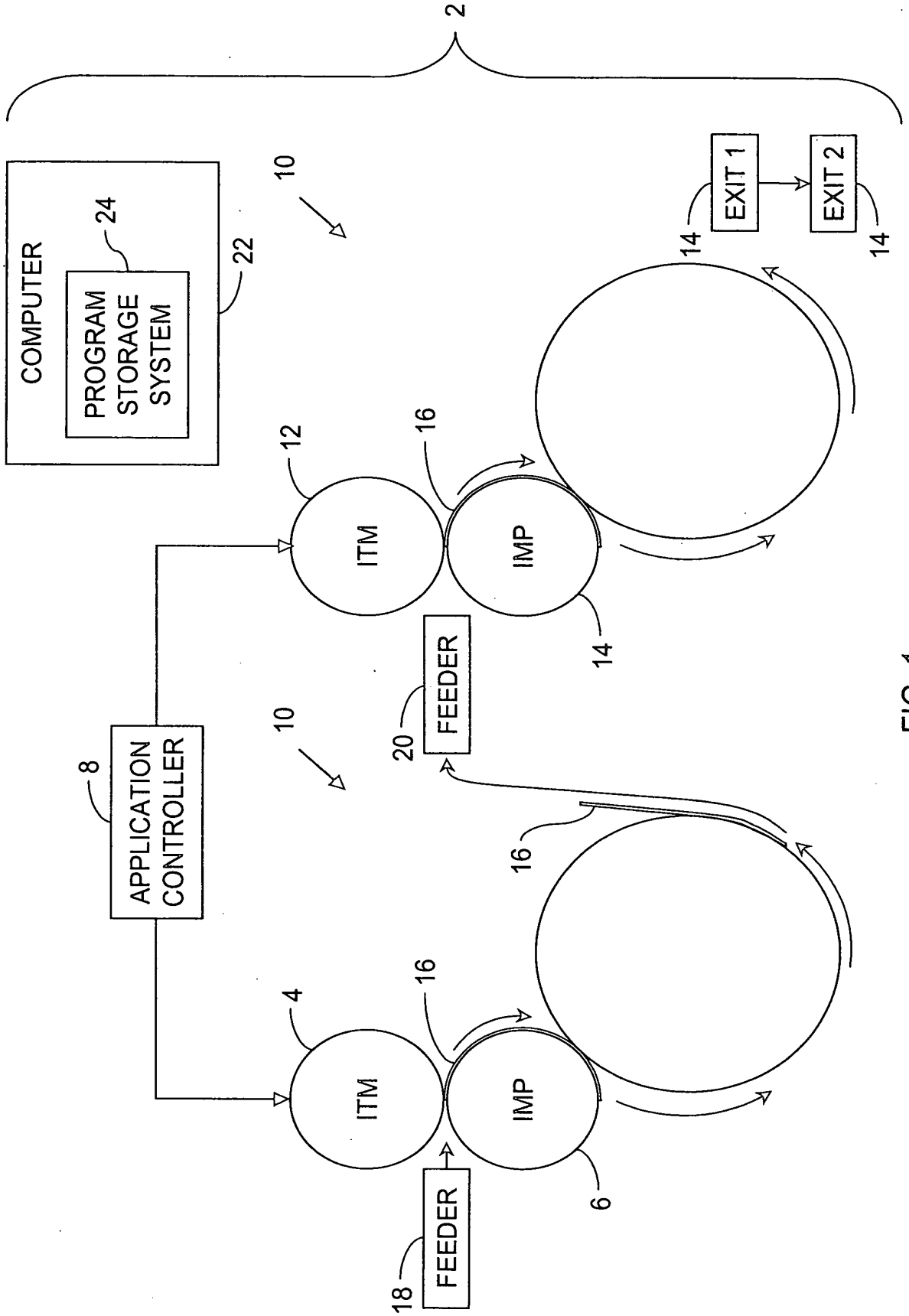
2
COMPUTER
PROGRAM STORAGE SYSTEM
24
22
10
EXIT 1
EXIT 2
14
14
12
16
ITM
IMP
14
FEEDER
20
10
APPLICATION CONTROLLER
8
16
4
16
ITM
IMP
6
FEEDER
18

FIG. 1

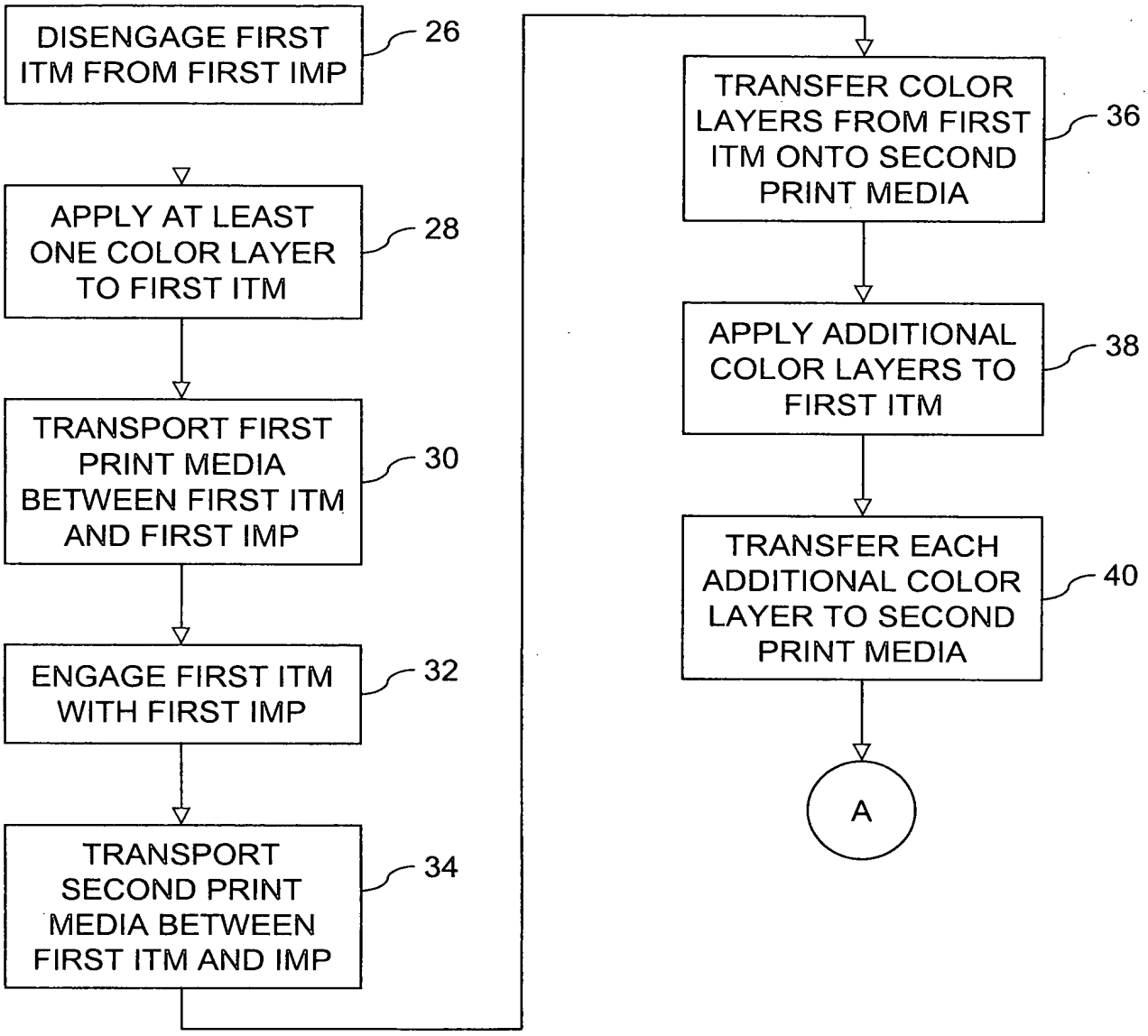
DISENGAGE FIRST ITM FROM FIRST IMP
26
APPLY AT LEAST ONE COLOR LAYER TO FIRST ITM
28
TRANSPORT FIRST PRINT MEDIA BETWEEN FIRST ITM AND FIRST IMP
30
ENGAGE FIRST ITM WITH FIRST IMP
32
TRANSPORT SECOND PRINT MEDIA BETWEEN FIRST ITM AND IMP
34
TRANSFER COLOR LAYERS FROM FIRST ITM ONTO SECOND PRINT MEDIA
36
APPLY ADDITIONAL COLOR LAYERS TO FIRST ITM
38
TRANSFER EACH ADDITIONAL COLOR LAYER TO SECOND PRINT MEDIA
40
A

FIG. 2A

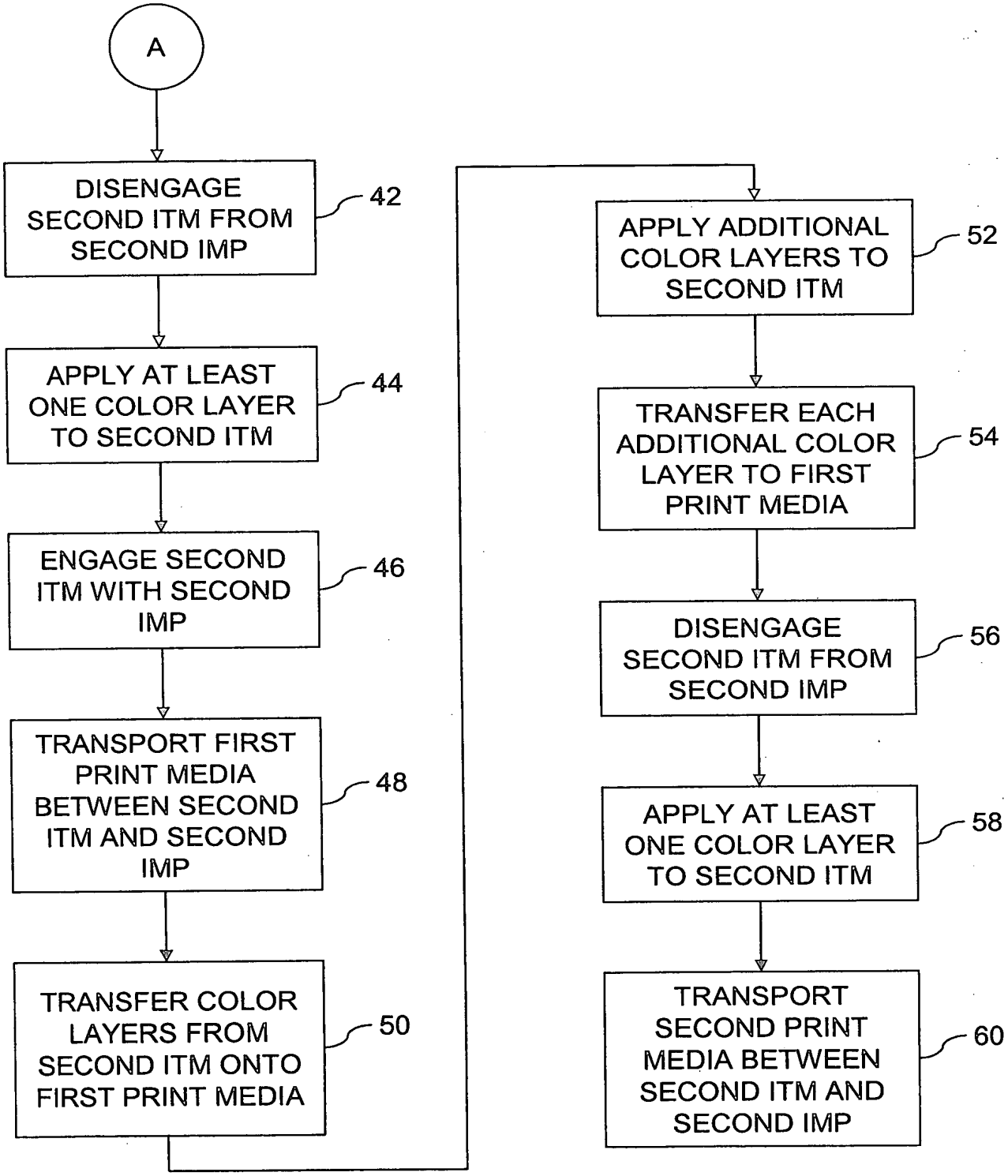
A
DISENGAGE SECOND ITM FROM SECOND IMP
42
APPLY AT LEAST ONE COLOR LAYER TO SECOND ITM
44
ENGAGE SECOND ITM WITH SECOND IMP
46
TRANSPORT FIRST PRINT MEDIA BETWEEN SECOND ITM AND SECOND IMP
48
TRANSFER COLOR LAYERS FROM SECOND ITM ONTO FIRST PRINT MEDIA
50
APPLY ADDITIONAL COLOR LAYERS TO SECOND ITM
52
TRANSFER EACH ADDITIONAL COLOR LAYER TO FIRST PRINT MEDIA
54
DISENGAGE SECOND ITM FROM SECOND IMP
56
APPLY AT LEAST ONE COLOR LAYER TO SECOND ITM
58
TRANSPORT SECOND PRINT MEDIA BETWEEN SECOND ITM AND SECOND IMP
60

FIG. 2B

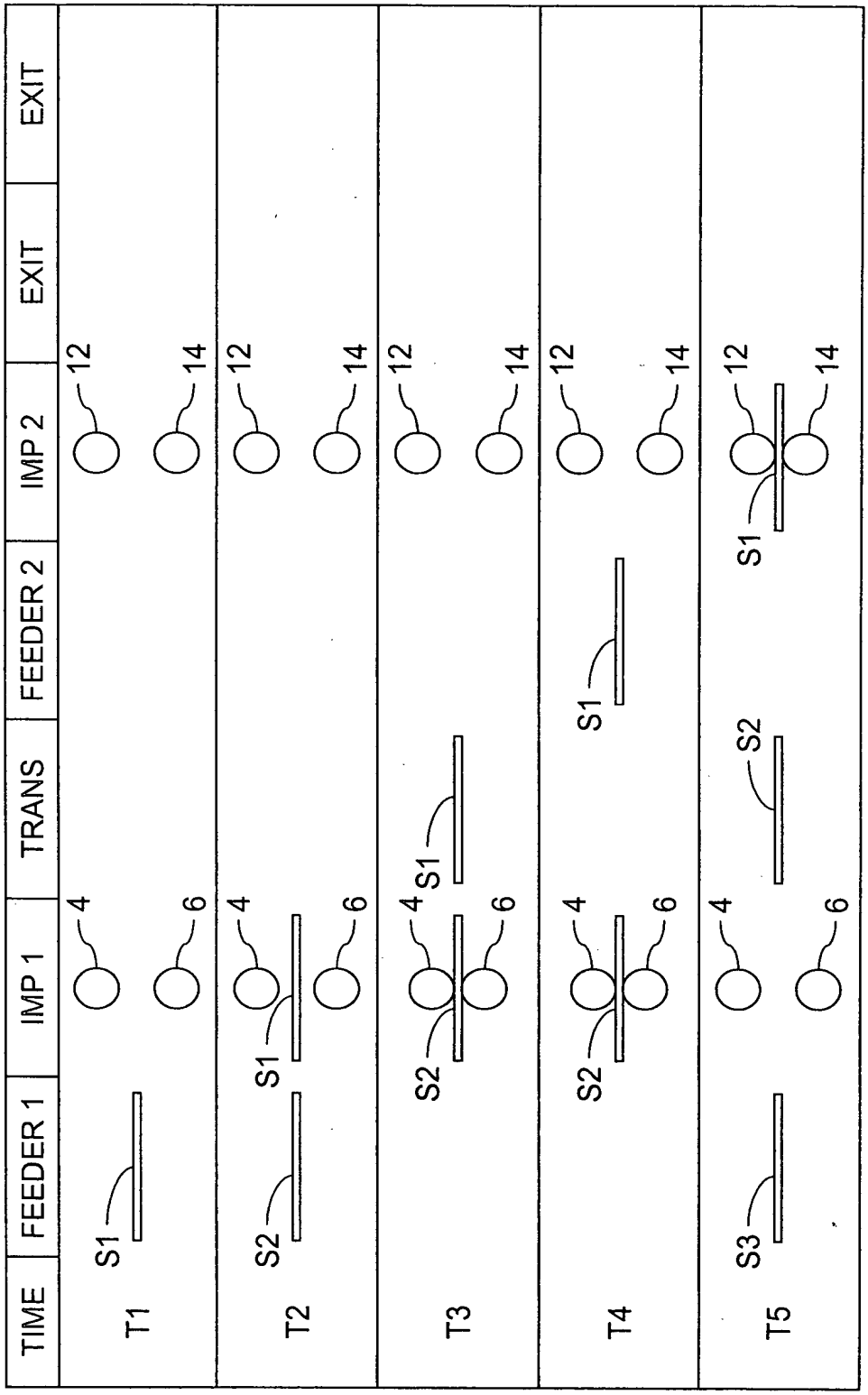
TIME
FEEDER 1
IMP 1
TRANS
FEEDER 2
IMP 2
EXIT
EXIT
T1
T2
T3
T4
T5
S1
S2
S3
4
6
12
14

FIG. 3A

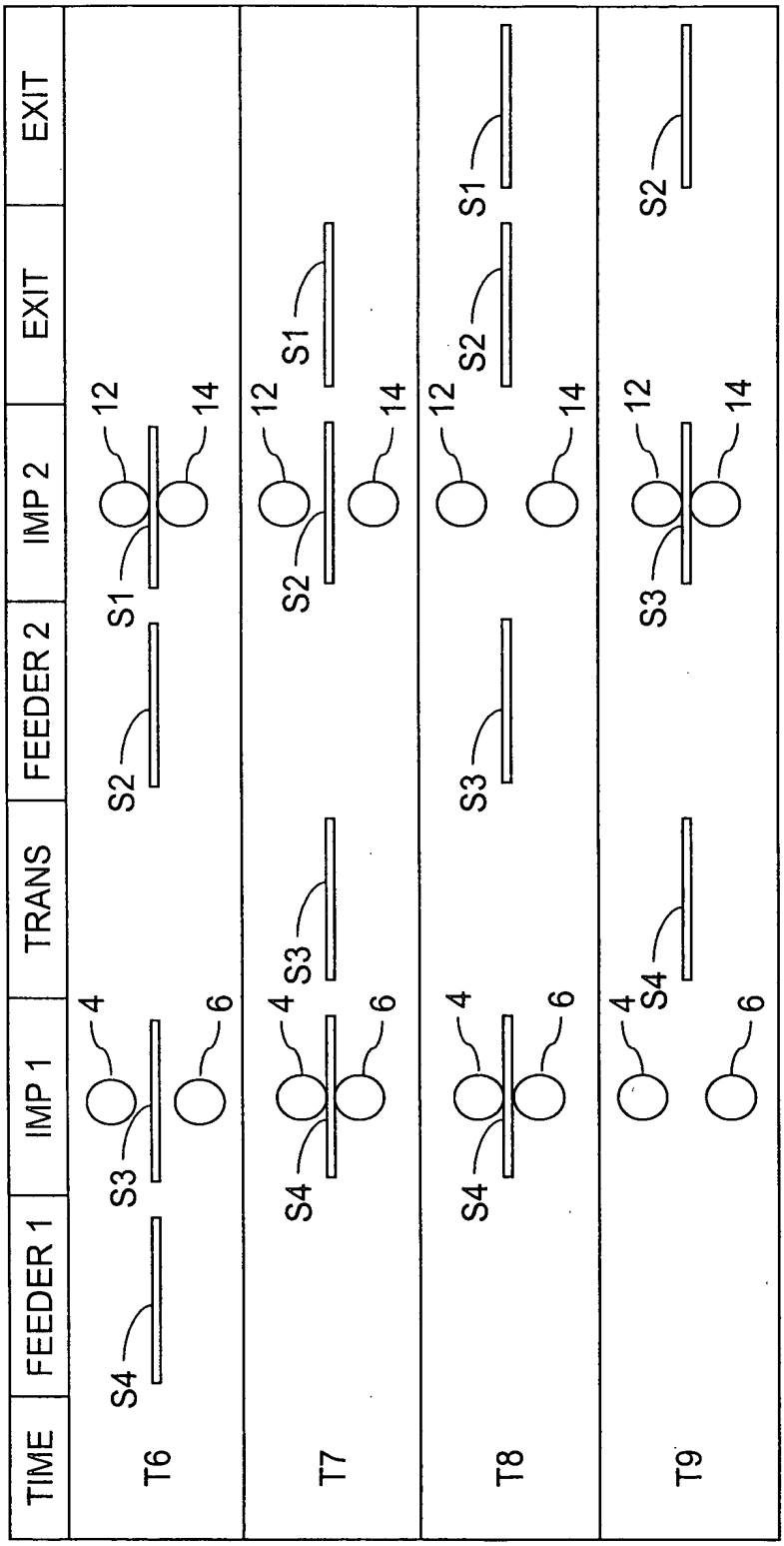
TIME
FEEDER 1
IMP 1
TRANS
FEEDER 2
IMP 2
EXIT
EXIT
T6
T7
T8
T9
S4
S3
S2
S1
4
6
12
14

FIG. 3B

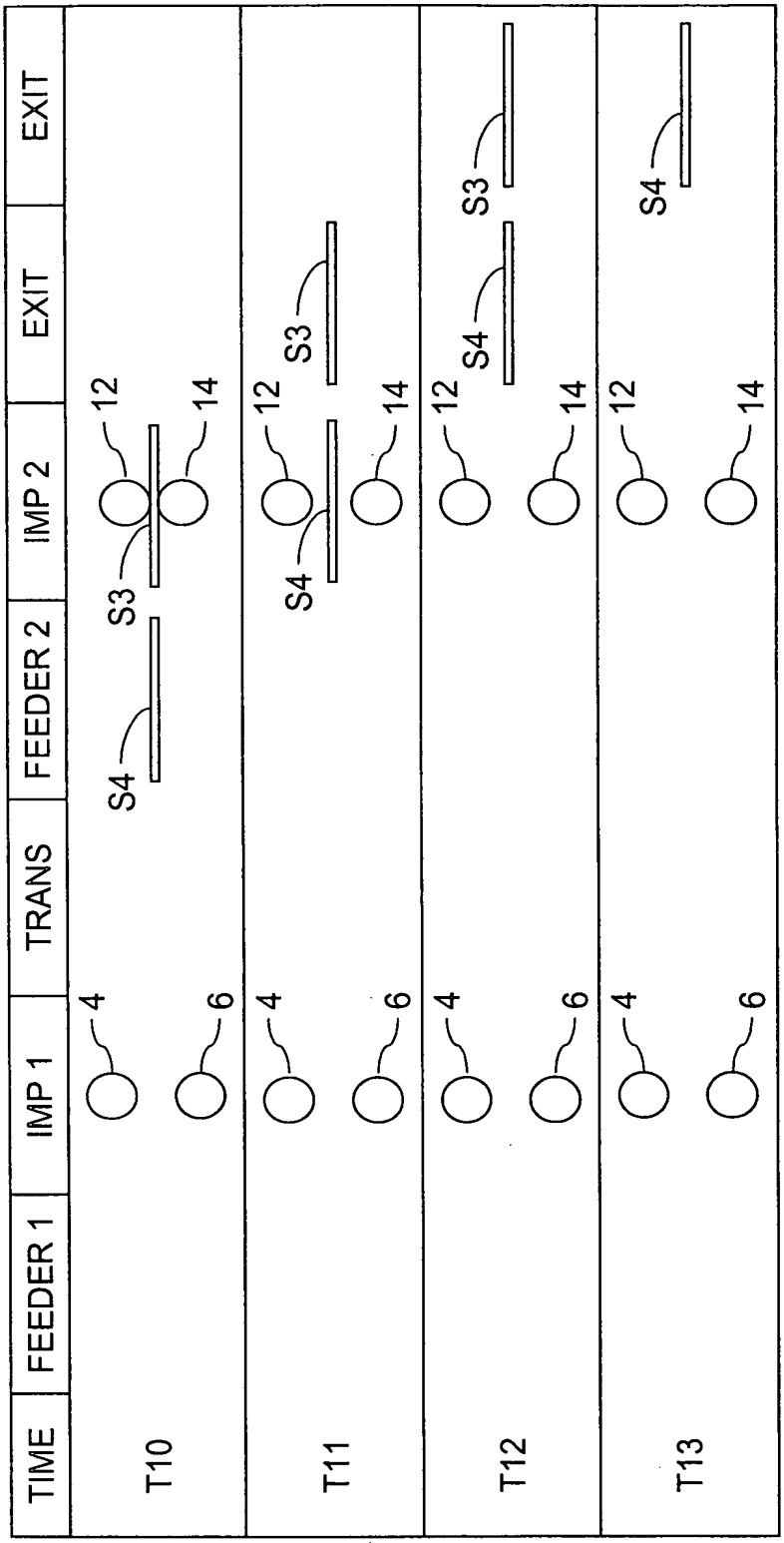
TIME
FEEDER 1
IMP 1
TRANS
FEEDER 2
IMP 2
EXIT
EXIT
T10
T11
T12
T13
4
6
12
14
S3
S4

FIG. 3C